

GENERATING A MUSICAL PART
FROM AN ELECTRONIC MUSIC FILE

Abstract

5 Generating a pitched musical part from an electronic
music file comprised of instrumental parts includes
generating a control stream that indicates which of the
instrumental parts has a highest value for a period of time,
selecting one of the instrumental parts for the period of
10 time based on the control stream, and outputting the
selected instrumental part for the period of time to produce
the musical part. Generating a non-pitched musical part
from an electronic music file includes identifying patterns
in the electronic music file and selectively combining the
15 patterns to produce the musical part.